

Disney

.139

FROZEN

THE OFFICIAL MAGAZINE



Arts & Crafts
Make a bird feeder



Four Comic Stories
Featuring your Frozen friends!



Learning Is Fun!

Disney FROZEN

THE OFFICIAL MAGAZINE



Olaf is a curious little snowman who's always on the lookout for more information. However, it's not just Olaf. Our other Frozen friends are learning new things every day, too.

In this issue of **Frozen, the Official Magazine**, you'll harvest ice with Kristoff, make pies and krumkake with Anna, and learn about Elsa's ice magic. Turn the page and start your learning adventure!

Ice Harvesting!

WHICH FROZEN FRIEND
WILL HARVEST THE MOST ICE?
RACE AROUND THE BOARD
TO FIND OUT!



— WELCOME —

MEET your friends and **PLAY** with them to discover the theme of this issue.

2



— READ —

FOLLOW and **EXPERIENCE** an exciting new adventure with Anna and her friends!

4 | 14 | 20 | 28



— PLAY —

Get focused and test your skills with fun **ACTIVITIES** and **PUZZLES** featuring your friends from *Frozen 2*.

10 | 12 | 30



— DESIGN —

Use your imagination to **DRAW** and **COLOR** pictures of your favorite characters.

18 | 29



— CRAFT —

Discover an original idea for creating a piece of **EASY-TO-MAKE** *Frozen 2*-inspired art.

26



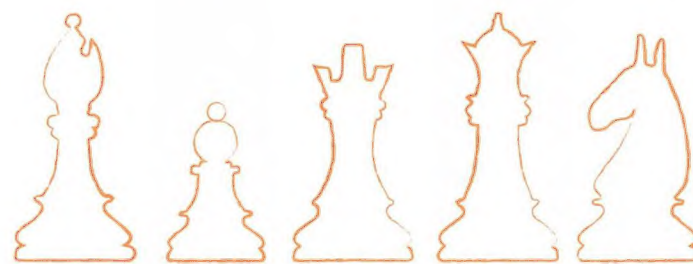


Learning Every Day

Anna and her friends are sharing their knowledge and skills with each other. They are learning how to improve those skills as well.

A NEW GAME

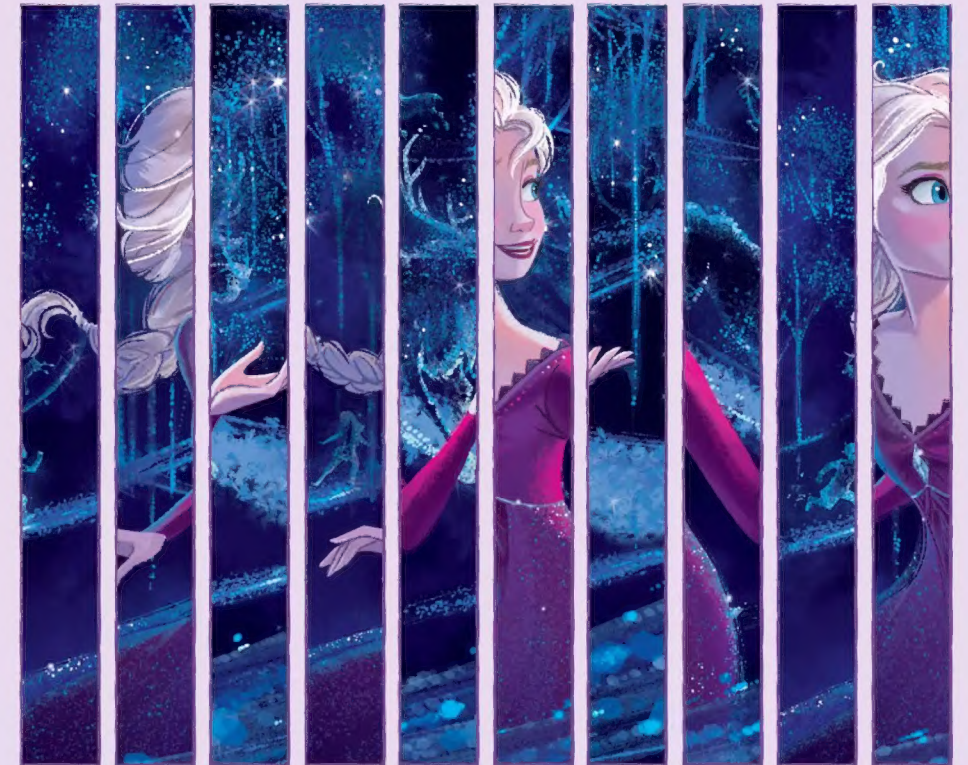
Olaf loves to learn! Anna is teaching him how to play chess. **LOOK** at the pieces below. Only one white piece corresponds perfectly to its colored equivalent. Which one? **CHECK IT OFF.**



Five empty circles for checking off the correct piece.

MAGICAL POWERS

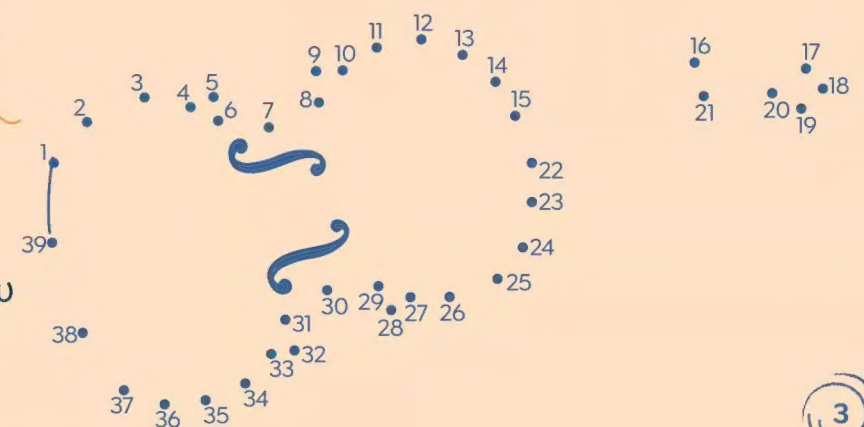
Elsa's magic is changing and she's learning how to control it. **PLACE** the strips in the correct order to unscramble this picture. **WRITE** the numbers in the circles.



Eleven empty circles for writing numbers, with the number '1' already written in the ninth circle.

MULTITALENTED MUSICIAN

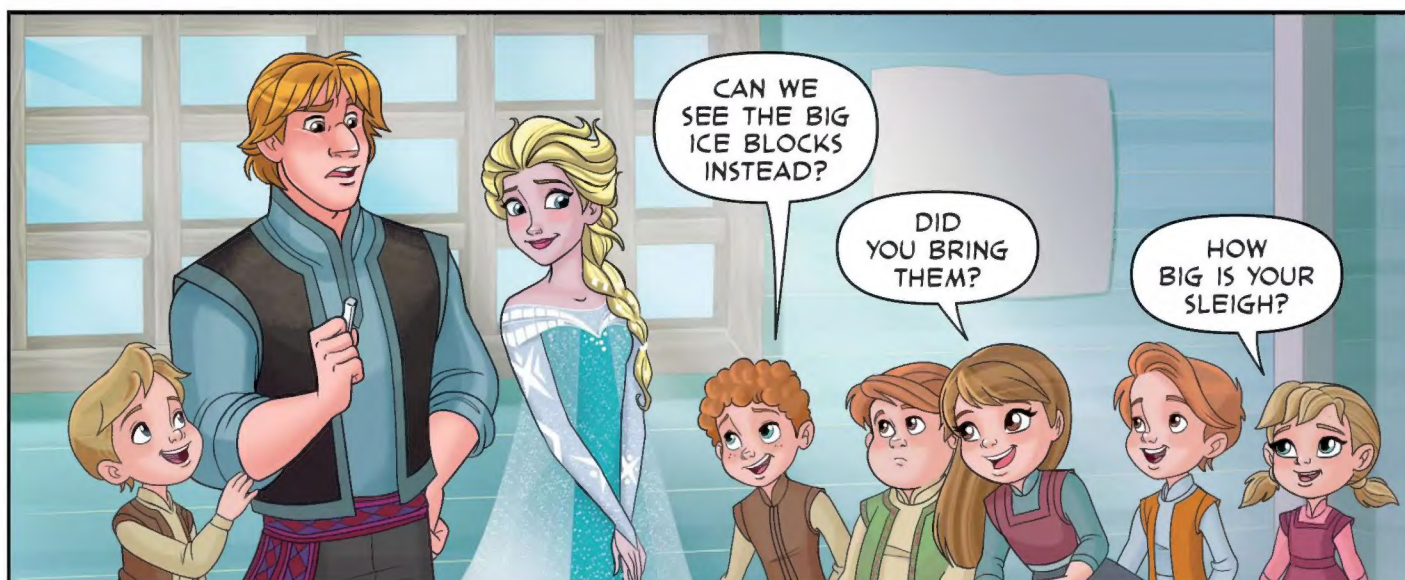
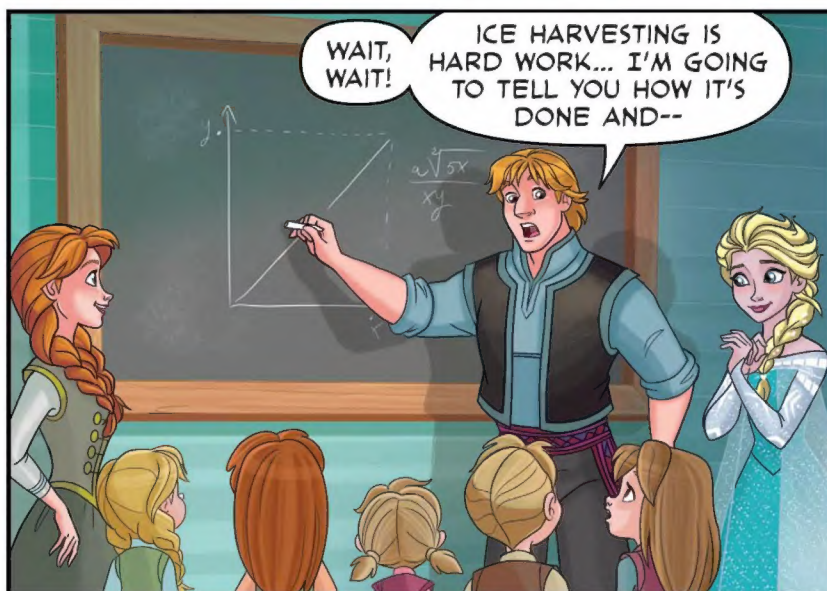
Kristoff is a wonderful lute player, and his friends love listening to his music. He is thinking about learning a new instrument. **CONNECT** the dots to discover which one.

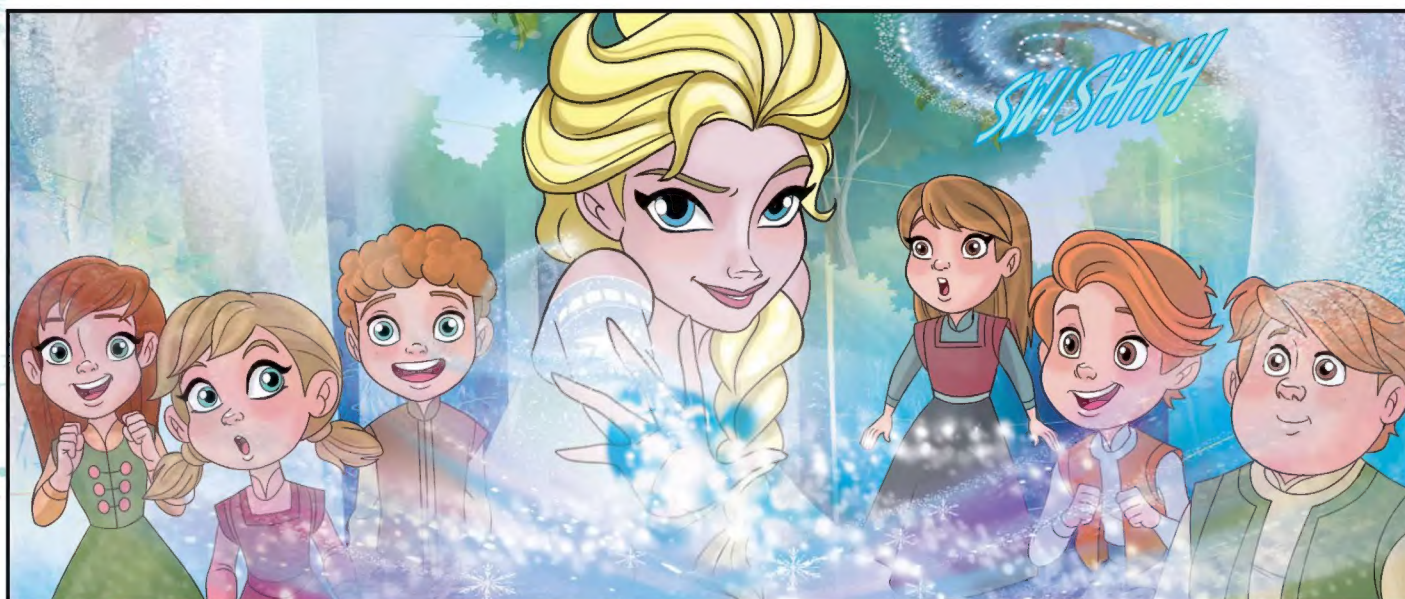


Ice Lesson









NOW YOU CAN SHOW THEM WHAT AN ICE HARVESTER REALLY DOES!

OKAY!
READY,
SVEN?



FIRST
YOU CUT THE
SURFACE!



THEN YOU
MOVE THE
BLOCKS!

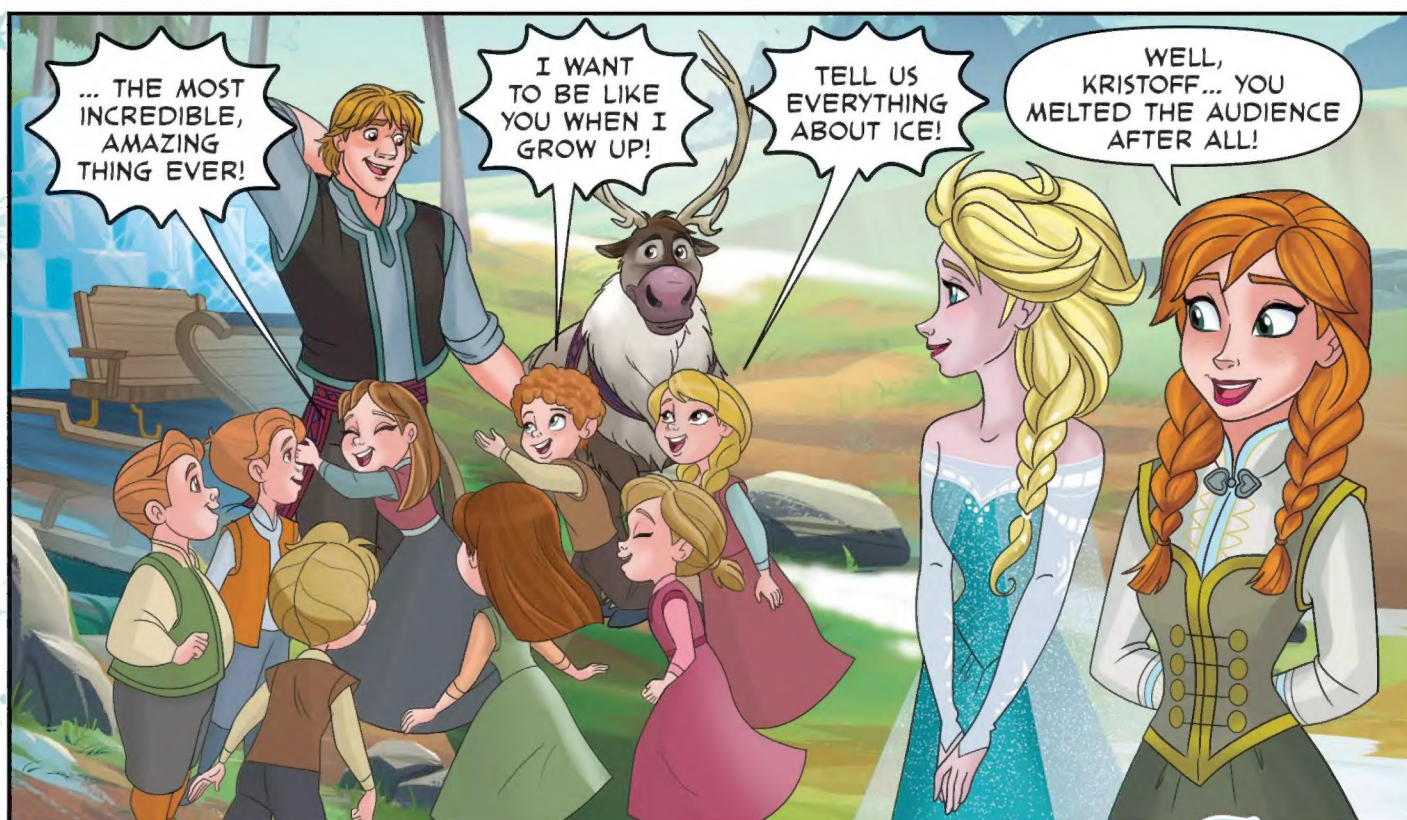
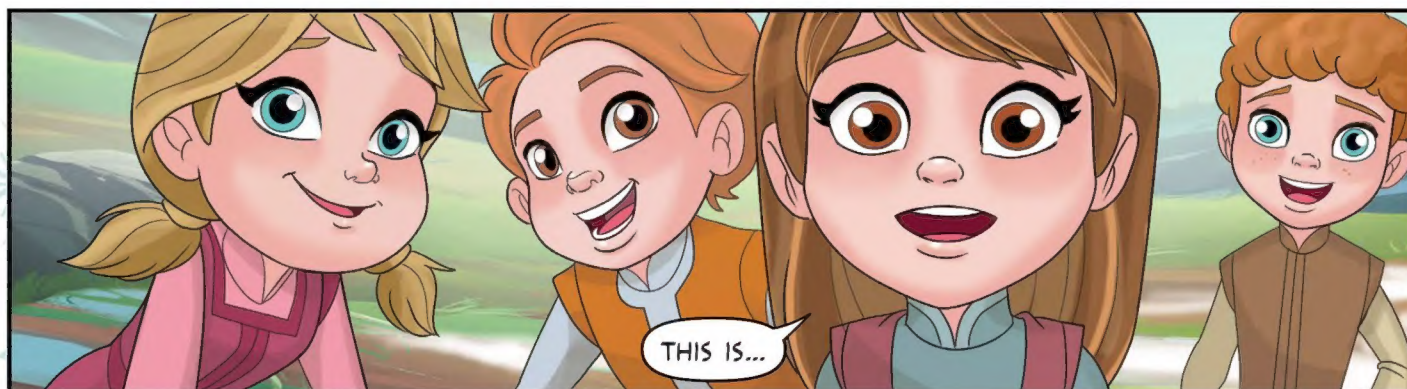


WATCH OUT,
NOW!



AND... HERE
WE ARE!



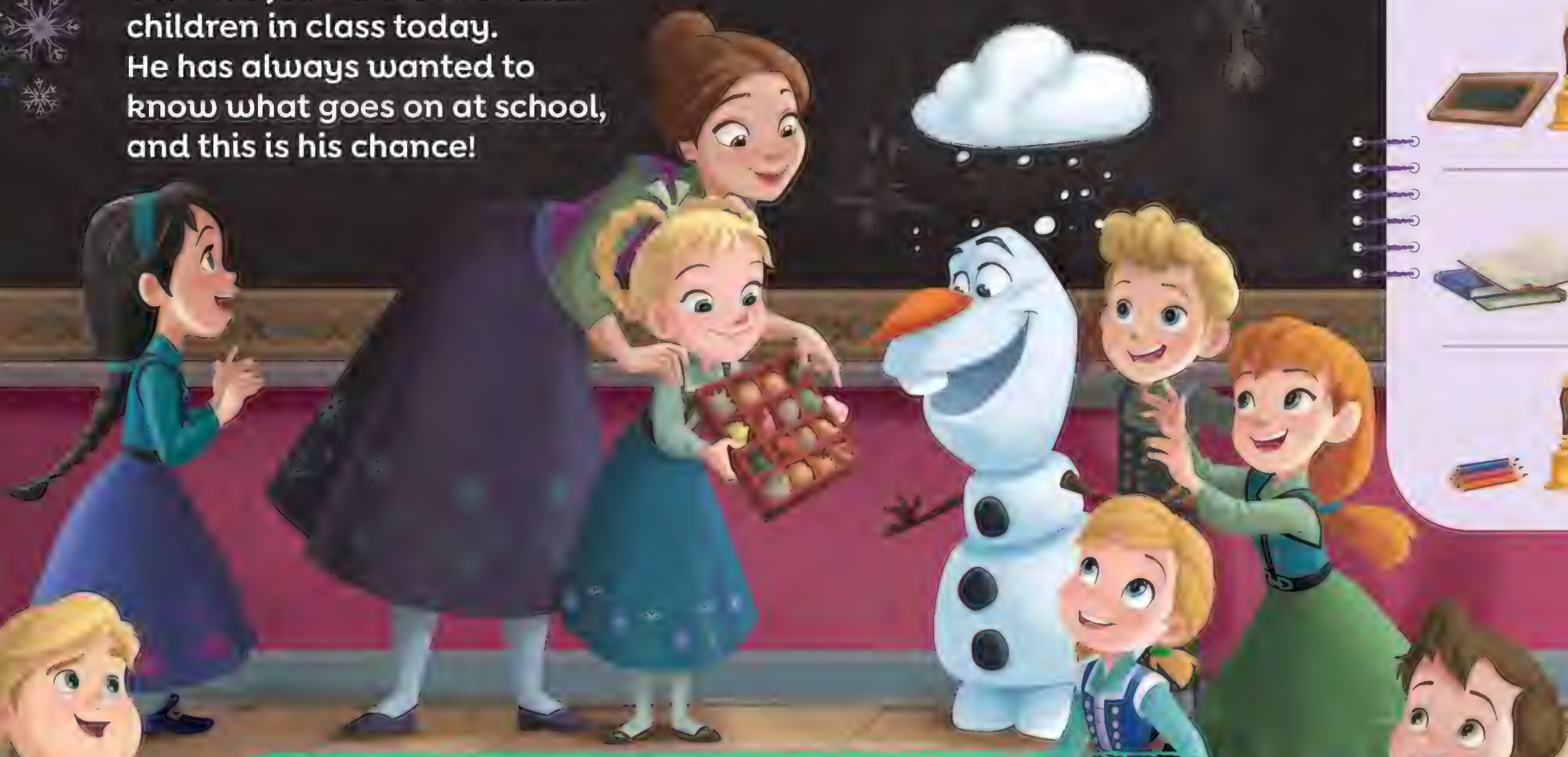


The End



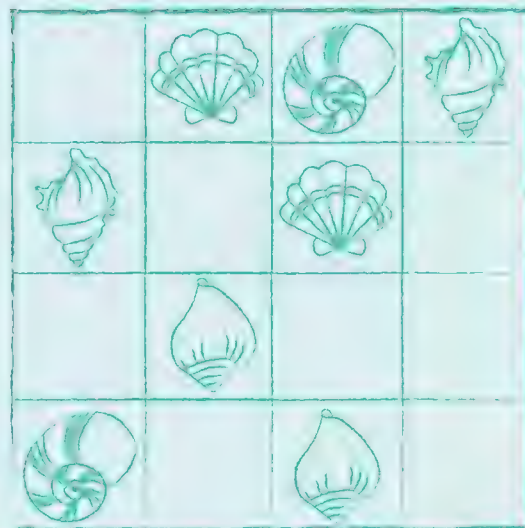
Olaf's School Day

Olaf has joined the Arendelle children in class today. He has always wanted to know what goes on at school, and this is his chance!



SHOW-AND-TELL

Olaf is amazed by Lisbet's shell collection. **FILL** in the grid with the missing shells, making sure there is only one of each kind in every column and row. **WRITE** the corresponding letters inside the empty squares.



EXPLORING THE CLASSROOM

There are so many interesting things for Olaf to look at in the classroom. Which item comes next in each row? **WRITE** your answer.



FRIENDS FOREVER

Olaf can't believe how many new friends he's made at school. Lucky for him, they like hugs, too! **SPOT** the 3 differences between the picture on the right and the big scene.





Ice Harvesting



Kristoff has expertly given a lesson to everyone about how to harvest ice blocks.
Which of our Frozen friends will harvest the most blocks of ice by the end of the game?



HOW TO PLAY

This is a game for **TWO TO FOUR** players.

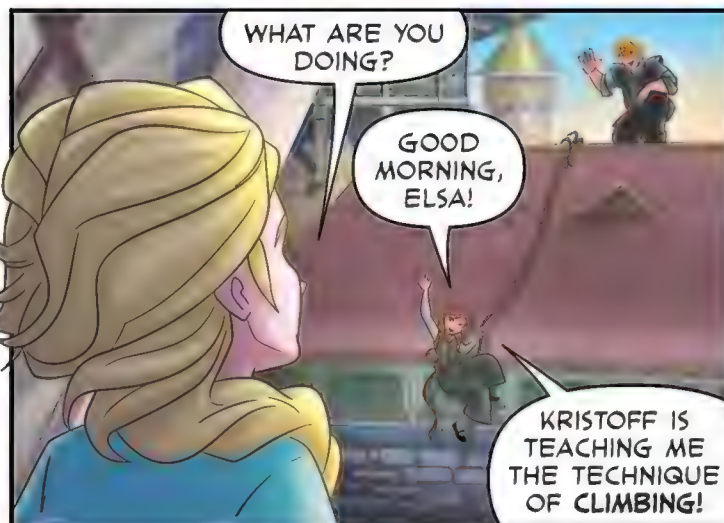
With the help of an adult, **CUT OUT** the counters, ice block tokens, and die from the inside back cover. **GLUE** them to card stock and **TRIM** to fit. **ASSEMBLE** the die and **PLACE** it and the ice block tokens next to the game board. **TAKE** turns rolling the die and moving the number of spaces shown. When you land on an ice block space, **COLLECT** an ice block token. After every player has crossed the finish line, the player with the most ice block tokens wins the game!

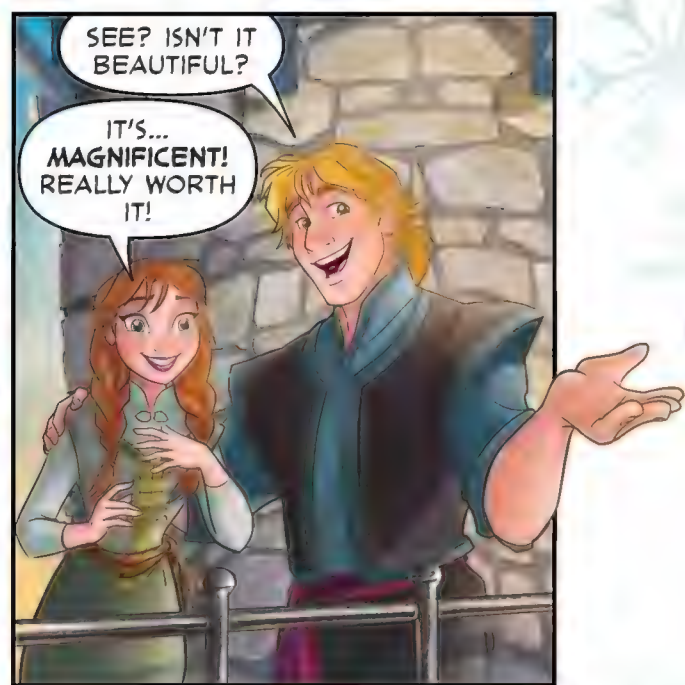




Morning Lesson

Manuscript: Alessandro Ferrari; layout: Elisabetta Melaranci; cleanup: Arianna Rea, Federica Salfo; ink: Michela Frare, Cristina Stella; color: Dario Calabria; lettering: Arancia Studio; comics editing: Valentina Cambi





The End

Disney

FROZEN



Playing
Together!



Cooking Class



Mattias's old friend Halima makes the most wonderful food in Arendelle. Anna is excited to learn from her and is ready for her cooking lesson!

A CHEF IN THE MAKING

Anna has even brought a notebook with her! **COLOR** her in using the number code to help you.



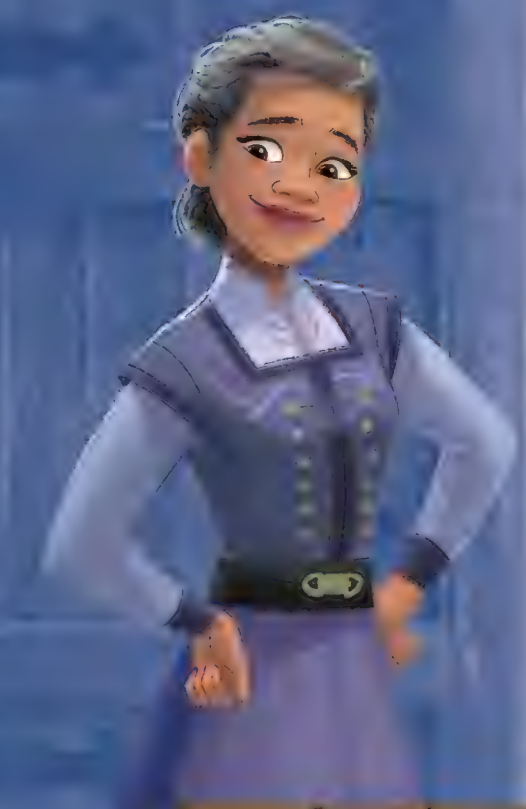
FRESHLY BAKED TREATS

The inviting smell of freshly baked cookies has invaded the inn! **COLOR** the blank one on the right and **ADD** some chocolate chips. Then **COLOR** in the krumkake. They're a favorite back at the castle!



A NEW MENU

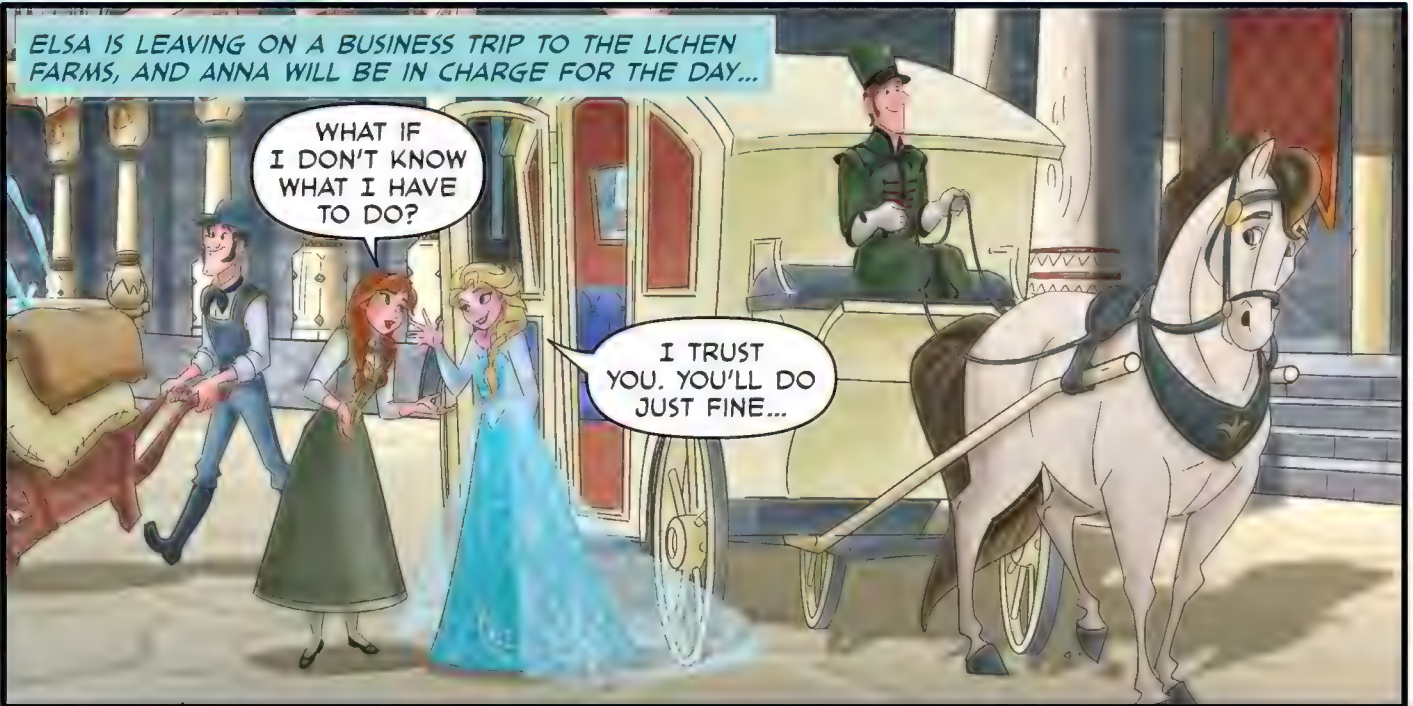
Anna is now learning how to make fish skewer. **PLACE** the skewers in size order, from shortest to longest.

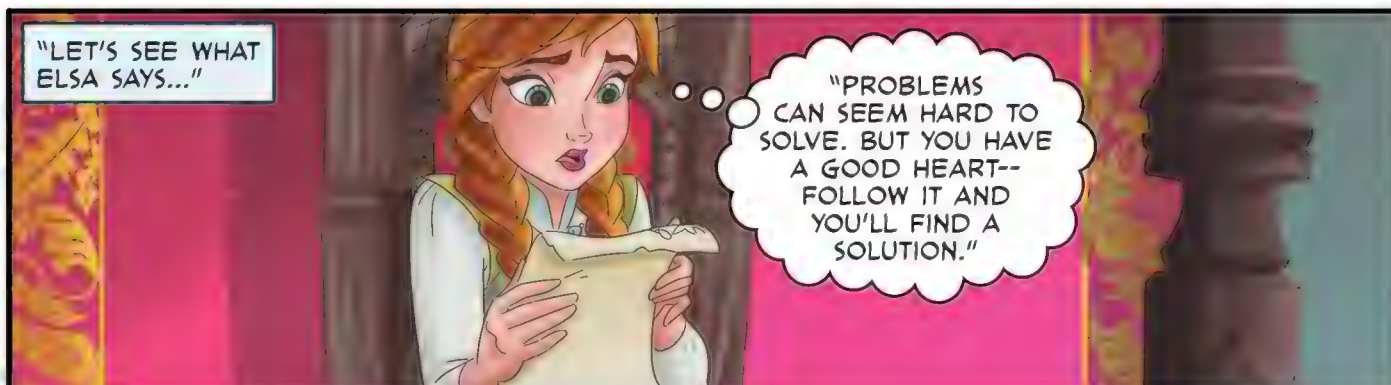


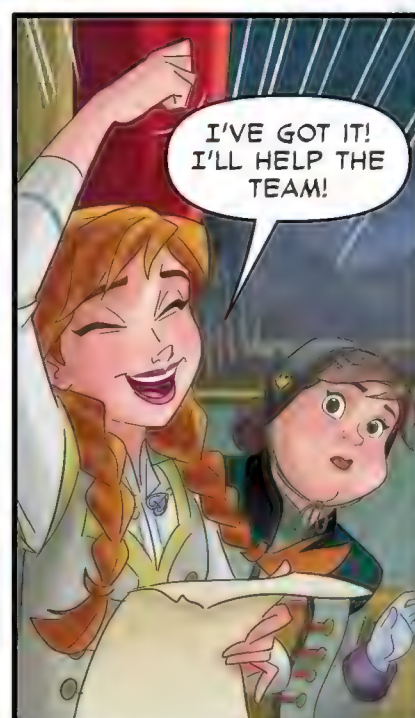


Queen for a Day

ELSA IS LEAVING ON A BUSINESS TRIP TO THE LICHEN FARMS, AND ANNA WILL BE IN CHARGE FOR THE DAY...







SO...

WE
CAN DO IT!
WE'RE NEARLY
THERE!

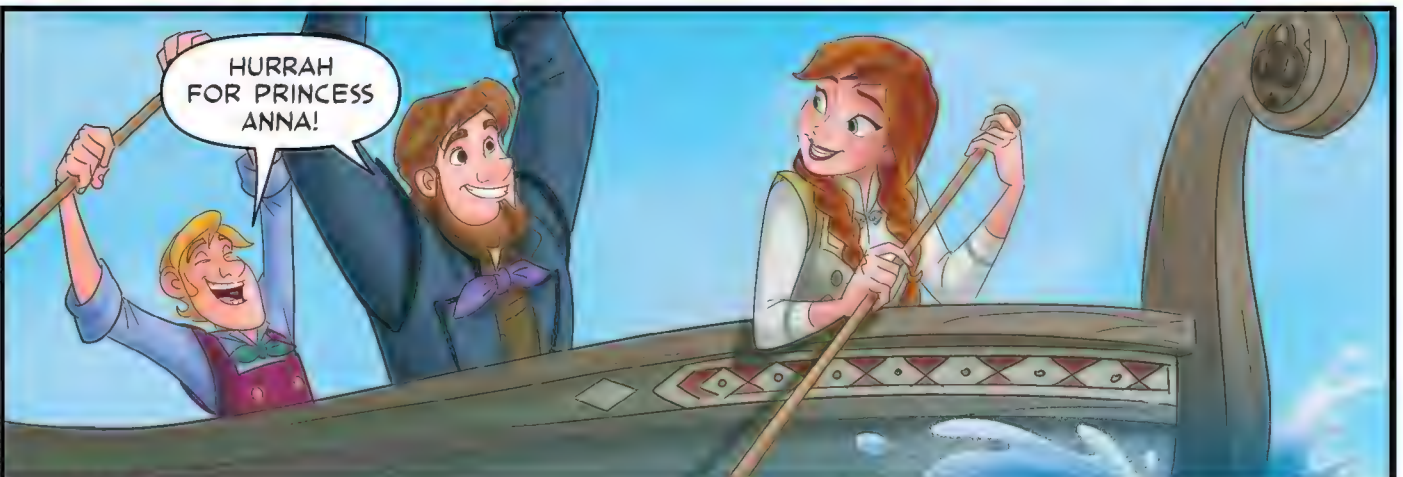


WE WON!

GOOD JOB,
TEAM ARENDELLE!
SECOND PLACE
IS OURS!



HURRAH
FOR PRINCESS
ANNA!



AFTER THE RACE, IT'S TIME FOR
A VISIT TO THE VILLAGE SCHOOL...

MY SISTER,
ELSA, SUGGESTED
MIXING IN SOME FUN
WITH THE WORK.
SO...

... WHO WANTS TO PLAY HIDE-AND-SEEK?
I BET I CAN CATCH YOU ALL!



THEN THERE ARE THE INVITATIONS TO THE
ANNUAL SPRING BALL TO BE SIGNED...



... THE ROYAL TROOPS TO BE
INSPECTED FOR PERFECT CONDUCT...

NOW YOUR
UNIFORM IS
SPOTLESS!



... AND THE BOAT RACE AWARD
CEREMONY TO BE ATTENDED!

I'M
SO HAPPY
TO MEET
YOU!

HUH?



FINALLY, AT SUNSET...

PHEW!
I WONDER IF THIS
IS HOW ELSA FEELS
AT THE END OF
EACH DAY.

OH, I MUST READ
ELSA'S LAST NOTE...
"AFTER A BUSY DAY, IT'S
NICE TO SEE THE STARS.
THE BEST VIEW IS FROM
THE ROOF. GO UPSTAIRS
AND ENJOY!"

WOW!
I BET ELSA
WROTE SOMETHING
ELSE ON THE BACK
SIDE OF THE
PARCHMENT...

THERE IT IS! SHE SAYS,
"GOOD JOB. YOU CAN BE
ME ANYTIME!" WELL,
MAYBE SHE'S RIGHT...

BUT I KNOW
THAT HAVING HER
BACK HOME TOMORROW
WILL BE MUCH
MORE FUN!

The End

Olaf's Bird Feeder

Anna, Kristoff, and Olaf are learning about how to look after birds. They are going to make a bird feeder. Follow the simple steps below to make one for your feathered friends.

You'll Need

- * MILK OR JUICE CARTON
- * PENCIL AND PAINTBRUSH
- * WHITE POSTER PAINT
- * SCISSORS
- * SQUARE CARDBOARD
- * WOODEN SPOON
- * STRING
- * GLUE
- * BIRDSEED

ASK AN ADULT FOR HELP!

1



COVER the carton in white paint and **LEAVE** it to dry. Then **DRAW** a rectangle in the center of one of the sides of the carton.

2



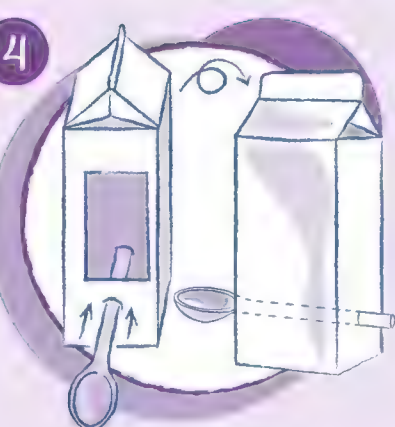
ASK an adult to **CUT OUT** the rectangle to make an opening for the door.

3



DRAW an x about 2 cm below the opening and ask an adult to cut two slits. **TURN** the carton and repeat, making sure the x is in the same position.

4



PUSH the wooden spoon through the front hole and then through the hole in the back of the carton.

5



BEND the cardboard in half. **PUNCH** two holes about 4 cm apart in the middle. **THREAD** the string through and make a knot. **GLUE** the cardboard on top of the carton.

6



CUT OUT the pictures from the opposite page and **GLUE** them on the bird feeder. Now hang the bird feeder and fill the spoon with birdseed!



CHECK OUT PAGE 28 BEFORE CUTTING!





Is It Time Yet?



The End

DESIGN

Castle Clocks

Anna has been teaching Olaf about time as they admire one of the oldest clocks in the castle.

A NEW FACE

This old clock needs repairing. **COLOR** and **DECORATE** the clock to restore it.



THE RIGHT TIME

The clock has been repaired! All it needs is to show the right time. **DRAW** the clock hands so the time reads **THREE O'CLOCK**.



Troll-Sitting Duties

Anna and Kristoff are learning on the job! They are busy looking after the troll tots!



HANDS FULL

FIND the small details on the right in this scene. **CHECK** a circle each time you spot one. Watch out for any intruders!



TINY TOTS

It's easy to get the tots muddled up when there are so many of them!

CIRCLE the odd tot out in each row.



A BIG MESS

A troll tot has spilled juice everywhere!

FIND the line that leads to Anna to discover the mischief.



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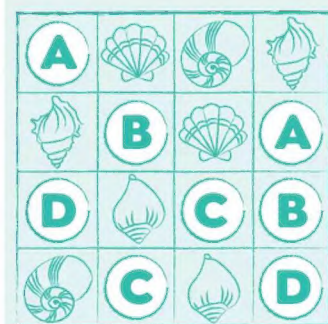
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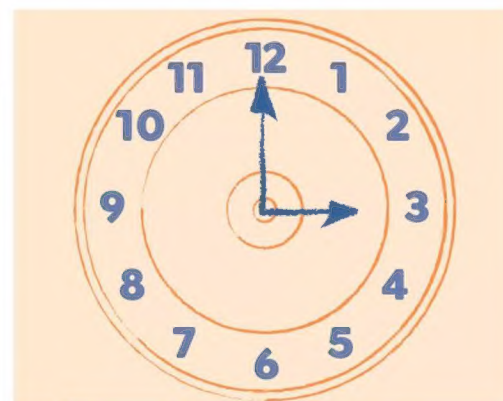


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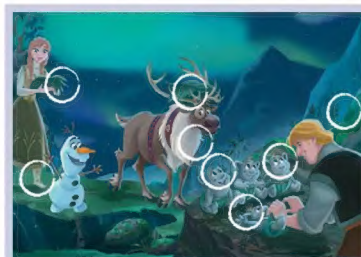
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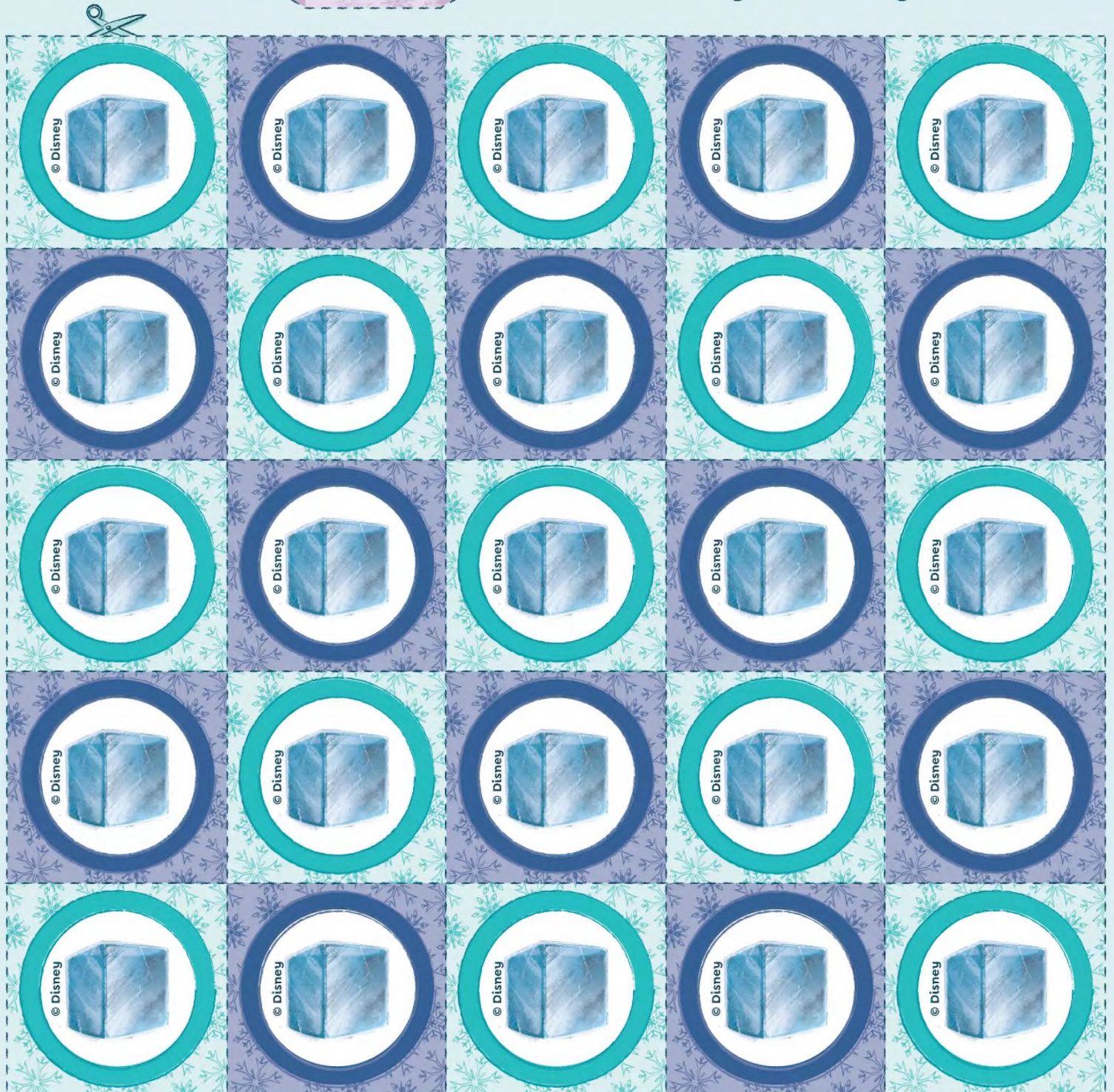
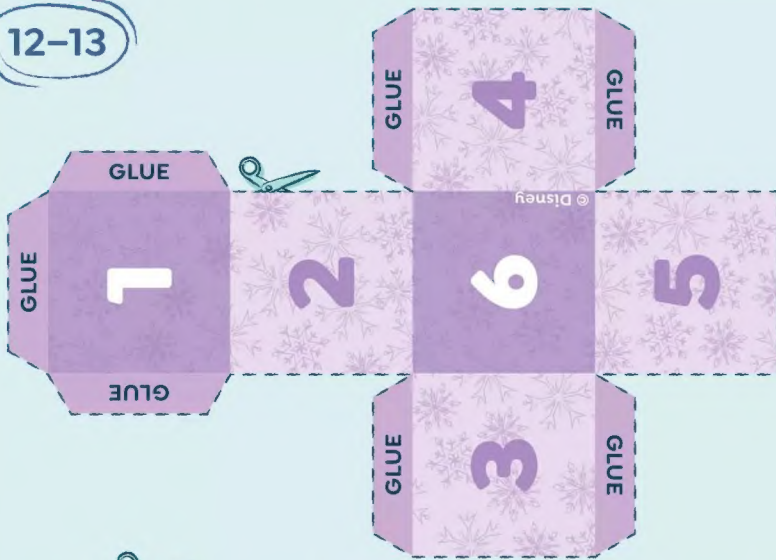
18-19



29



30-31



GREEN GIANT



*LIKE IT?
BUY IT!*

